

Fig.1A.

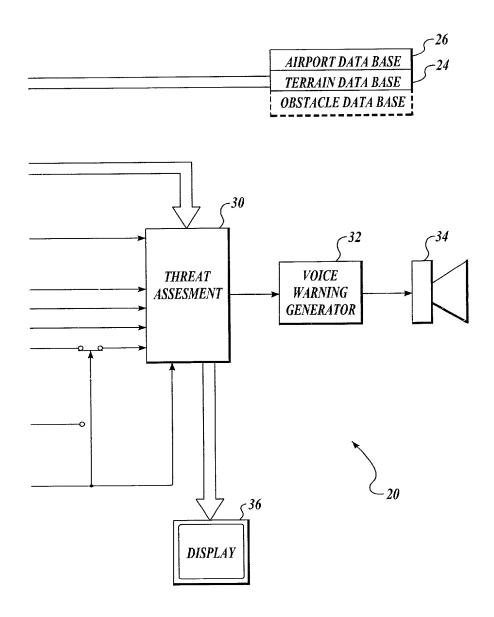
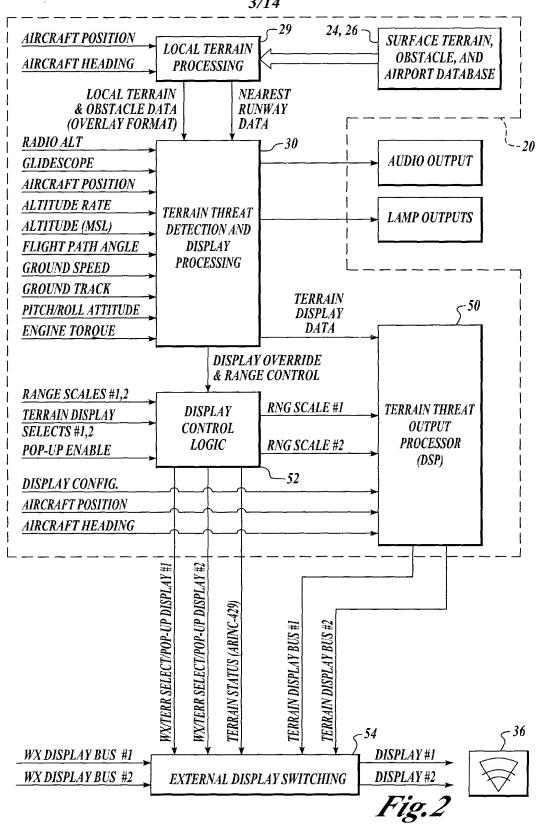


Fig.1B.



MODE 1 EXCESSIVE DESCENT RATE "SINKRATE" "PULL UP!"

MODE 2

EXCESSIVE TERRAIN

CLOSURE RATE
"TERRAIN... TERRAIN"
"PULL UP!"

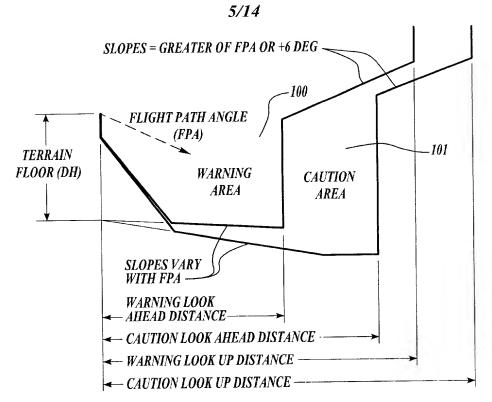
MODE 6 AUTOROTATION ALTITUDE CALL-OUTS "...ONE HUNDRED..." BANK ANGLE "BANK ANGLE" TAIL STRIKE "TAIL TOO LOW"

MODE 3 SINK AFTER TAKEOFF "DON'T SINK"

MODE 5 EXCESSIVE DEVIATION BELOW GLIDESLOPE "GLIDESLOPE"

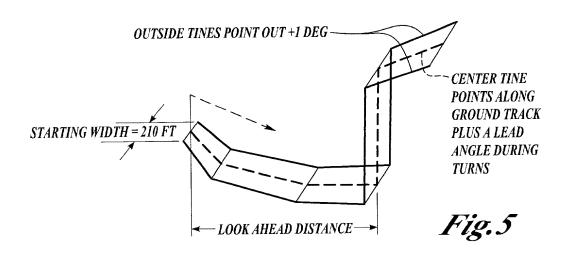
MODE 4

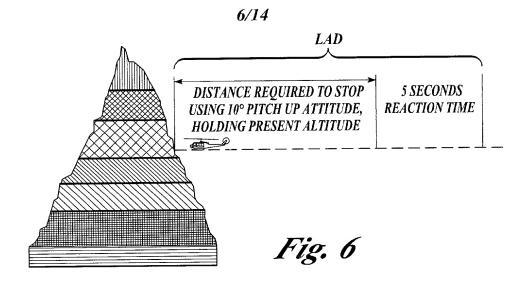
TOO CLOSE TO TERRAIN
"TOO LOW - TERRAIN"
"TOO LOW -GEAR"

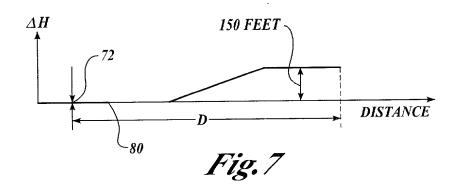


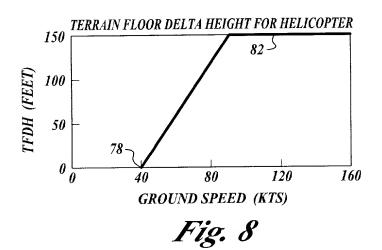
LOOK AHEAD DISTANCES VARY WITH GROUND SPEED AND DISTANCE TO RUNWAY TERRAIN FLOOR VARIES WITH DISTANCE TO RUNWAY

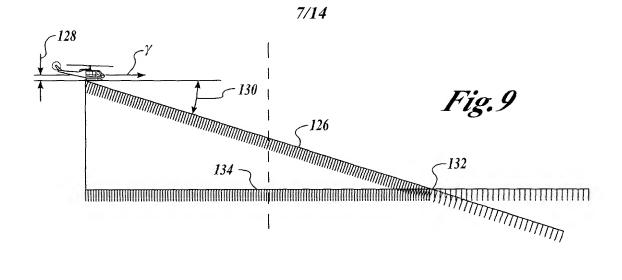
Fig.4

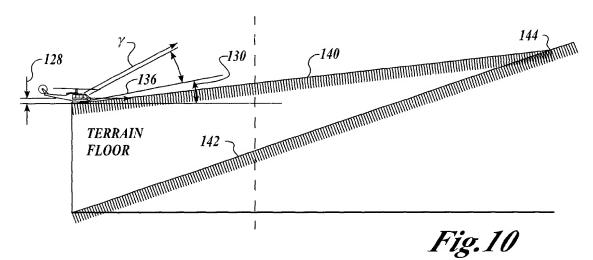


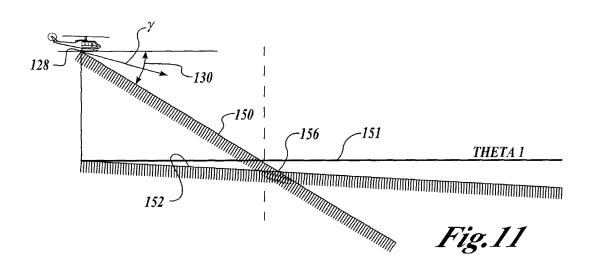












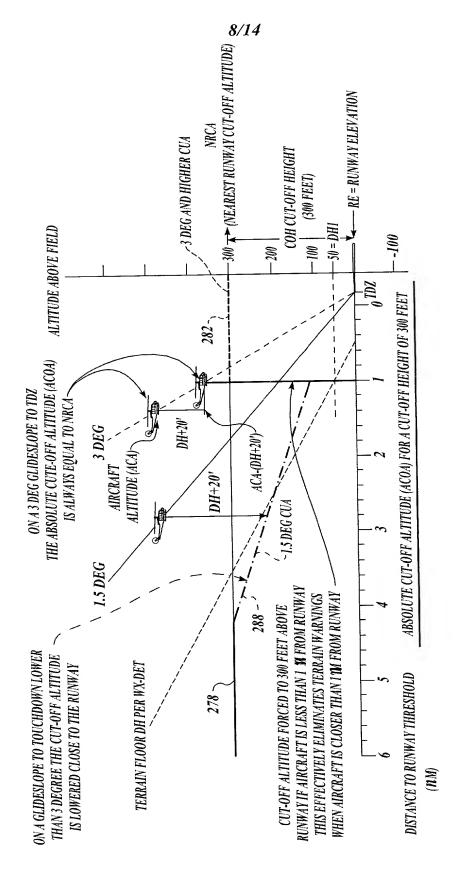
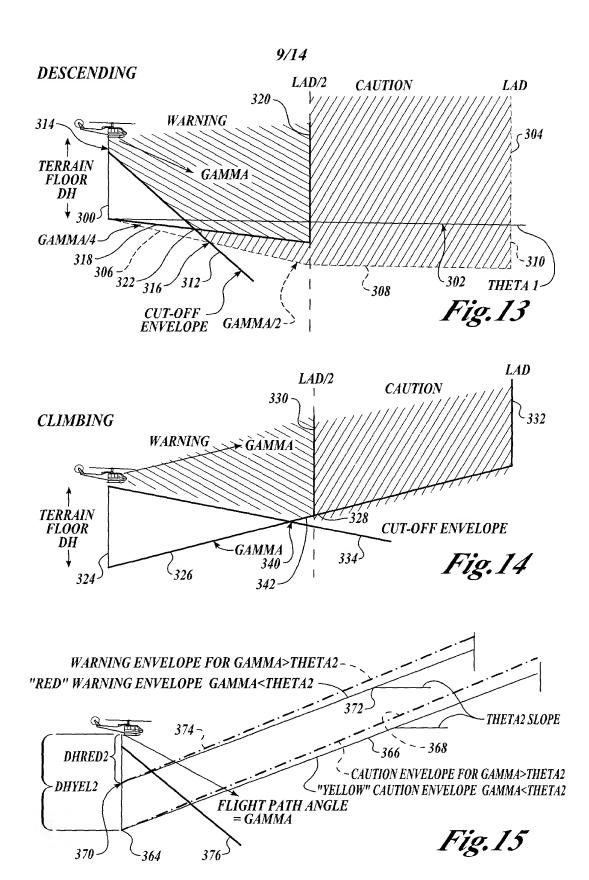
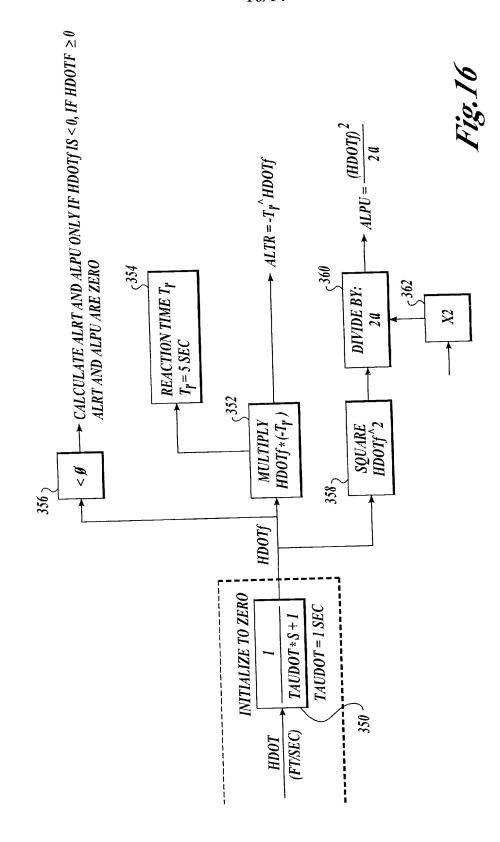
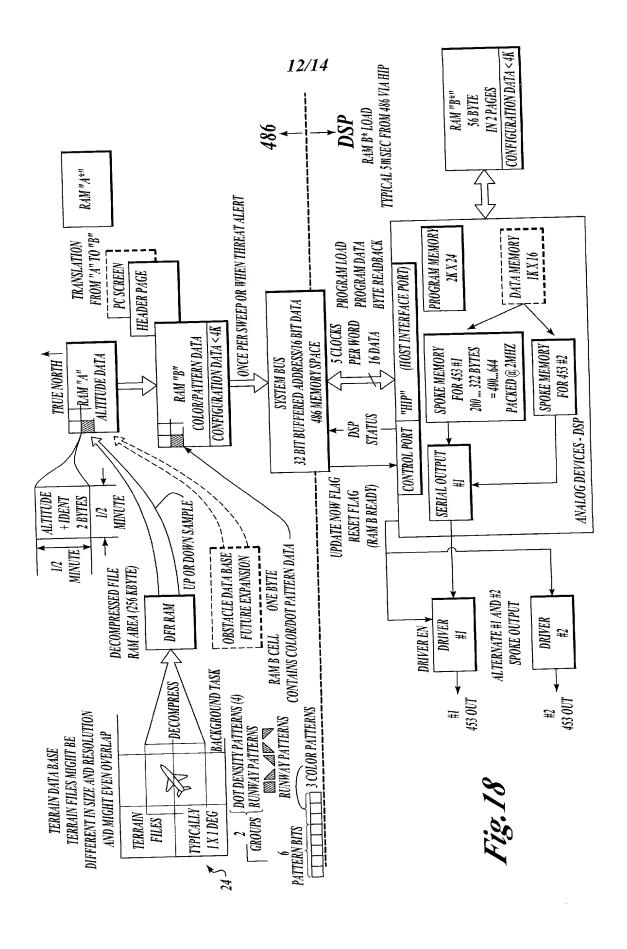


Fig. 12





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BACKGROUND TERRAIN DISPLAY - NORMAL APPROACH

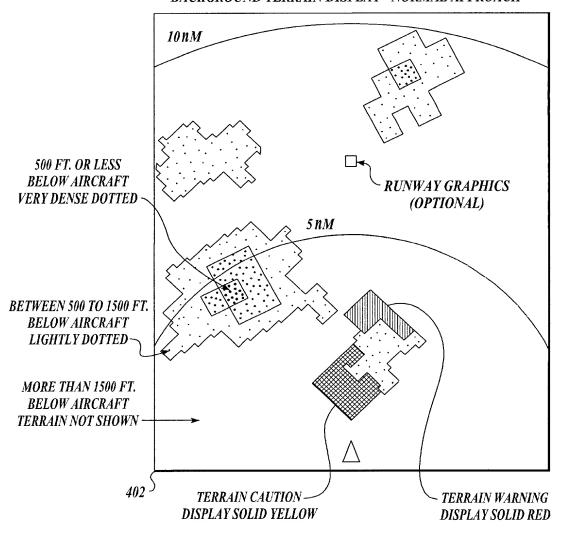


Fig.19



